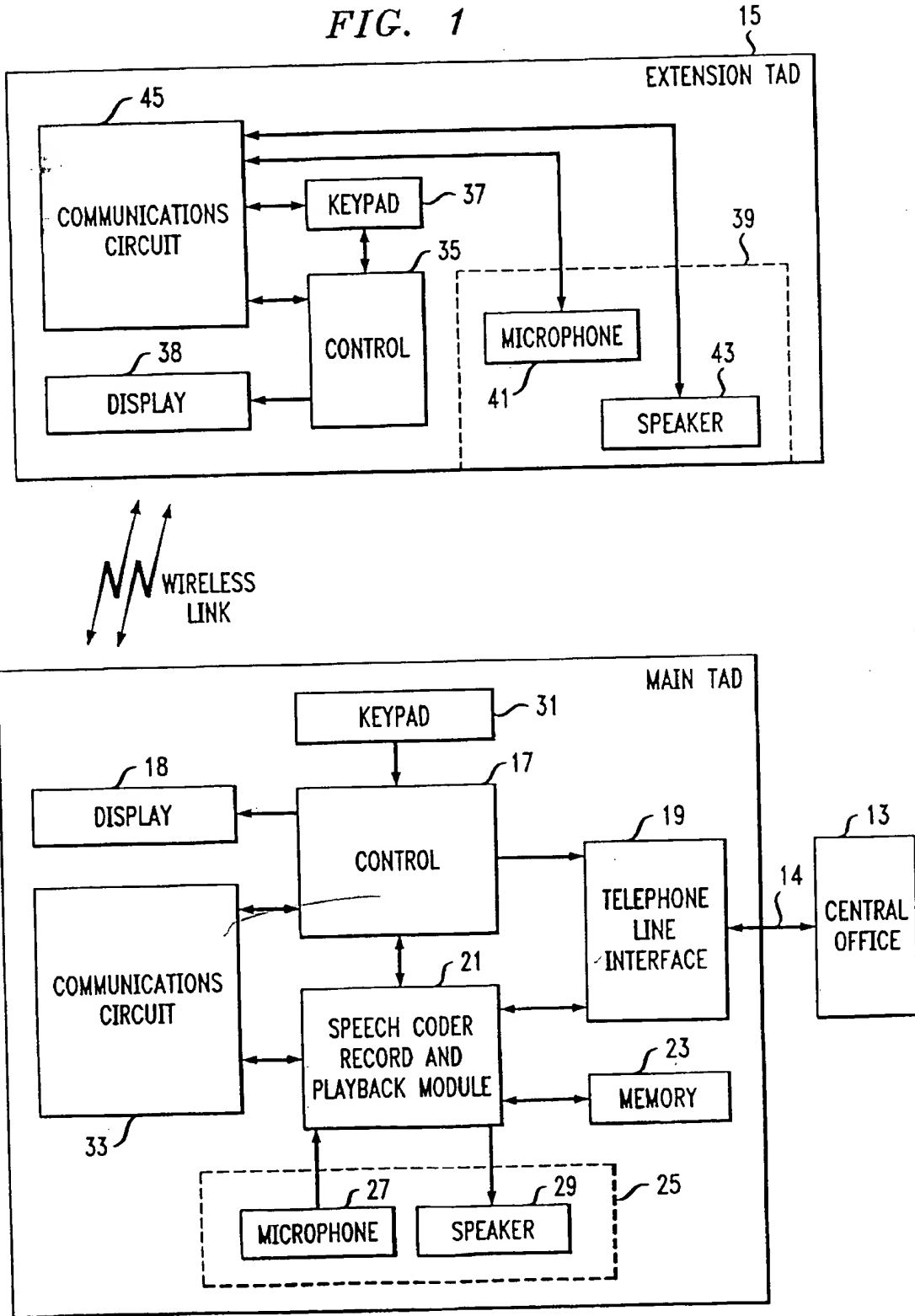
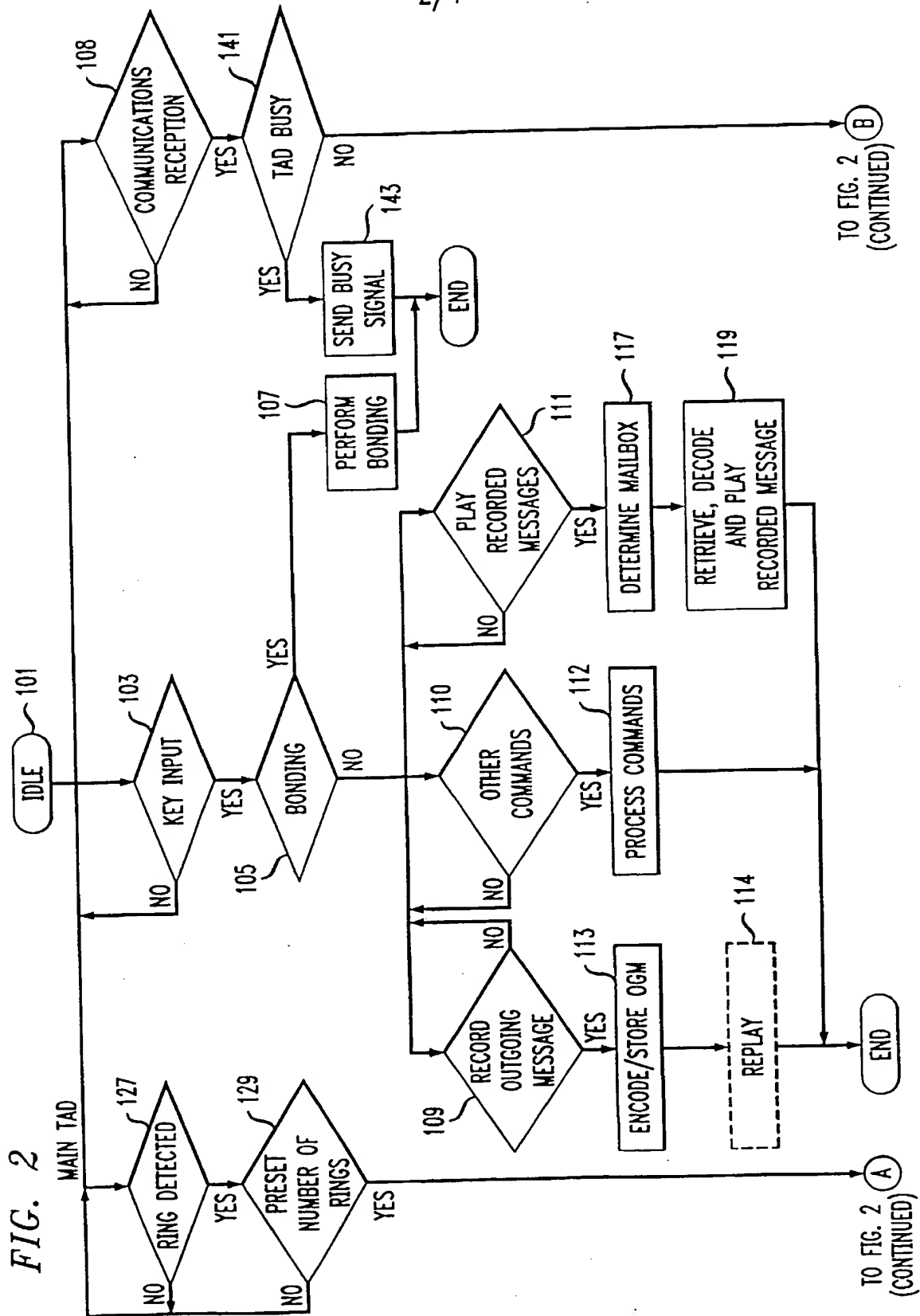


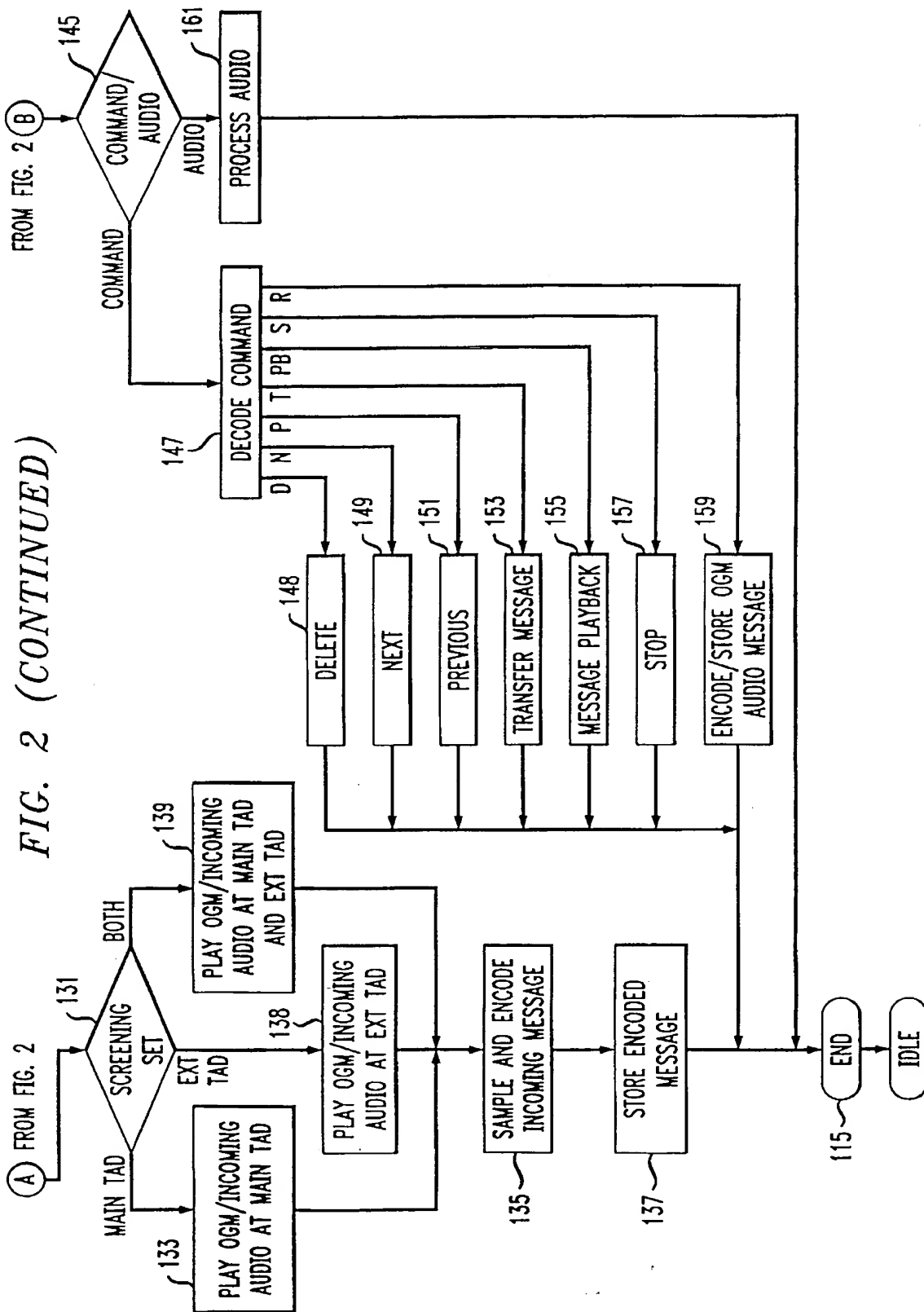
1/4

FIG. 1



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```

graph TD
    201([IDLE]) --> 203{KEYBOARD INPUT}
    203 -- NO --> 217{COMMUNICATIONS RECEPTION}
    203 -- YES --> 205{COMMUNICATIONS BONDING}
    205 -- YES --> 207[PERFORM BONDING]
    207 --> 208{BONDING SUCCESSFUL}
    208 -- YES --> 215([END])
    208 -- NO --> 210[ERROR CODE TO USER]
    210 --> 213[TRANSMIT COMMAND]
    213 --> 215
    205 -- NO --> 206{BONDING EXIST}
    206 -- YES --> 209[CODE KEYBOARD INPUT]
    209 --> 211[FORMAT COMMAND]
    211 --> 213
    206 -- NO --> 210
    217 -- NO --> 203
    217 -- YES --> 219{COMMAND AUDIO}
    219 --> 221[PROCESS BUSY SIGNAL COMMAND]
    221 --> 223[INDICATE BUSY MAIN TAD]
    223 --> 215
    219 --> 225[PROCESS AUDIO]
    225 --> 215
  
```

The flowchart illustrates the system control logic. It begins at an **IDLE** state (201). A **KEYBOARD INPUT** check (203) determines if a key is pressed. If **NO**, it proceeds to **COMMUNICATIONS RECEPTION** (217). If **YES**, it checks for **COMMUNICATIONS BONDING** (205). If **YES**, it **PERFORMS BONDING** (207) and checks if **BONDING IS SUCCESSFUL** (208). If **YES**, it reaches **END** (215). If **NO**, it sends an **ERROR CODE TO USER** (210) and then **TRANSMITS COMMAND** (213) before reaching **END**. If **COMMUNICATIONS BONDING** (205) is **NO**, it checks if **BONDING EXISTS** (206). If **YES**, it processes **CODE KEYBOARD INPUT** (209), **FORMATS COMMAND** (211), and **TRANSMITS COMMAND** (213) to **END**. If **BONDING EXISTS** (206) is **NO**, it sends an **ERROR CODE TO USER** (210) and then **TRANSMITS COMMAND** (213) to **END**. If **COMMUNICATIONS RECEPTION** (217) is **NO**, it loops back to **KEYBOARD INPUT** (203). If **YES**, it checks for **COMMAND AUDIO** (219). If **YES**, it **PROCESSES BUSY SIGNAL COMMAND** (221), **INDICATES BUSY MAIN TAD** (223), and reaches **END**. If **COMMAND AUDIO** (219) is **NO**, it **PROCESSES AUDIO** (225) and reaches **END**.